MEGAMAN NT WARRIOR

MegaMan™ PET Personal Terminal

In the televised, cyber-world of MegaMan™, each person carries his or her own portable communications interface known as a "PET" or personal terminal. The PET contains an artificial intelligence program, or "NetNavi," designed to navigate the worldwide information network of their respective human, or NetOperator. Now kids can have their own MegaMan™ PET Personal Terminal. Kids connect with another player and load battle chips into their PET to aid their NetNavi in battle. The stronger the battle chip the more powerful the player. One battle chip will be packed in every toy.

MegaMan™ PET Personal Terminal
ARP $33.99
Age 4+
AVAILABILITY August 2004

MegaMan™ Two-Inch Figure Dioramas

Based on the popular animé video game and new MegaMan™ cartoon series, each diorama depicts scenes between two NetNavis (characters who possess the traits of their real world owners and battle one another for Net supremacy). Each of the six action figure pairs comes with two battle chips that players plug into the MegaMan™ PET Personal Terminal accessory so that kids can play-out their favorite battle scenes.

MegaMan™ Two-Inch Figure Dioramas
ARP $3.99
Age 4+
AVAILABILITY August 2004

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